

IN THE CLAIMS:

1. (Currently Amended) A method for a distributed audio server, the method comprising the computer-implemented steps of:
 - generating audio data and graphic data in a platform-independent application;
 - sending the graphic data to a display server on a client machine specified by a display environment variable; ~~and~~
 - sending the audio data to a platform-independent audio server on the client machine specified by an audio environment variable or by an audio command line parameter; and
 - synchronizing the graphic data and the audio data, wherein the synchronizing includes sending information back to the platform-independent application that generated the audio data and the graphic data, and wherein the information provides an estimate of a delay time between a first time point when an audio packet is sent and a second time point when the audio packet is played.
2. (Original) The method of claim 1 wherein the platform-independent application and the platform-independent audio server are implemented in the Java programming language.
3. (Original) The method of claim 1 wherein the display server is an X Windows display server.
4. (Currently Amended) A method for a distributed audio server, the method comprising the computer-implemented steps of:
 - generating audio data in a platform-independent application;
 - in response to receiving the audio data at an audio driver, determining whether an audio environment variable or an audio command line parameter is defined; ~~and~~
 - if an audio environment variable or an audio command line parameter is defined, sending the audio data to a platform-independent audio server on a client machine specified by the audio environment variable or by the audio command line parameter;

generating graphic data in the platform-independent application;
sending the graphic data to a display server on the client machine specified by a
display environment variable; and
synchronizing the graphic data and the audio data, wherein the synchronizing
includes sending information back to the platform-independent application that generated
the audio data and the graphic data, and wherein the information provides an estimate of
a delay time between a first time point when an audio packet is sent and a second time
point when the audio packet is played.

5. (Canceled)
6. (Original) The method of claim 4 wherein the platform-independent application and the platform-independent audio server are implemented in the Java programming language.
7. (Original) The method of claim 4 wherein the display server is an X Windows display server.
8. (Canceled)
9. (Currently Amended) A data processing system for a distributed audio server, the data processing system comprising:
 - first generating means for generating audio data in a platform-independent application;
 - determining means for determining, in response to receiving the audio data at an audio driver, whether an audio environment variable or an audio command line parameter is defined; and
 - first sending means for sending, in response to a determination that an audio environment variable or an audio command line parameter is defined, the audio data to a platform-independent audio server on a client machine specified by the audio environment variable or by the command line parameter;

second generating means for generating graphic data in the platform-independent application;

second sending means for sending the graphic data to a display server on the client machine specified by a display environment variable; and

first synchronizing means for synchronizing the graphic data and the audio data, wherein the synchronizing includes sending information back to the platform-independent application that generated the audio data and the graphic data, and wherein the information provides an estimate of a delay time between a first time point when an audio packet is sent and a second time point when the audio packet is played.

10. (Canceled)

11. (Original) The data processing system of claim 9 wherein the platform-independent application and the platform-independent audio server are implemented in the Java programming language.

12. (Original) The data processing system of claim 9 wherein the display server is an X Windows display server.

13. (Canceled)

14. (Currently Amended) A computer program product on a computer-readable medium for use in a data processing system for a distributed audio server, the computer program product comprising:

instructions for generating audio data and graphic data in a platform-independent application;

instructions for sending the graphic data to a display server on a client machine specified by a display environment variable; and

instructions for sending the audio data to a platform-independent audio server on the client machine specified by an audio environment variable or by an audio command line parameter; and

instructions for synchronizing the graphic data and the audio data, wherein the synchronizing includes sending information back to the platform-independent application that generated the audio data and the graphic data, and wherein the information provides an estimate of a delay time between a first time point when an audio packet is sent and a second time point when the audio packet is played.

15. (Original) The computer program product of claim 14 wherein the platform-independent application and the platform-independent audio server are implemented in the Java programming language.

16. (Original) The computer program product of claim 14 wherein the display server is an X Windows display server.